ABSOLUTE
FLASH
DC
ALL IN
13+ TEEN
1
JEFF LEMIRE
NICK ROBLES
ADRIANO LUCAS
ROBLES

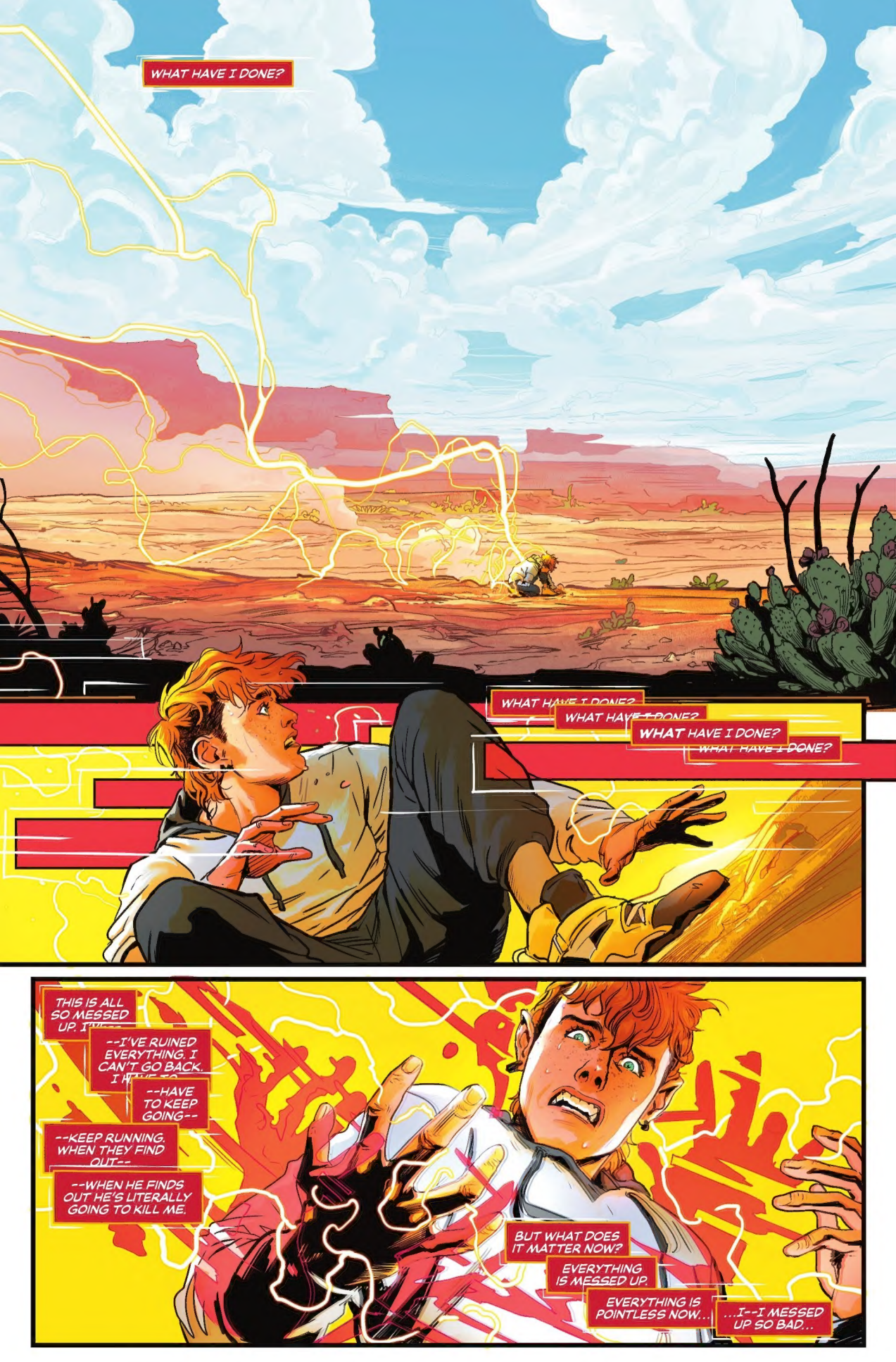
ALL IN

ABSOLUTE

MARTIAN MANHUNTER

Written by **DENIZ CAMP** • Art and cover by **JAVIER RODRÍGUEZ**

A startling evolution of the **Absolute Universe** beginning in **MARCH**


WHAT HAVE I DONE?
WHAT HAVE I DONE?
WHAT HAVE I DONE?
WHAT HAVE I DONE?
WHAT HAVE I DONE?
THIS IS ALL SO MESSED UP. I
--I'VE RUINED EVERYTHING. I CAN'T GO BACK. I
--HAVE TO KEEP GOING--
--KEEP RUNNING, WHEN THEY FIND OUT--
--WHEN HE FINDS OUT HE'S LITERALLY GOING TO KILL ME.
BUT WHAT DOES IT MATTER NOW?
EVERYTHING IS MESSED UP.
EVERYTHING IS POINTLESS NOW...
...I--I MESSED UP SO BAD...

NO NO NO NO NO NO NO NO NO NO NO

ABSOLUTE FLASH IN OF TWO WORLDS PART ONE

JEFF LEMIRE WRITER
NICK ROBLES ART AND COVER
ADRIANO LUCAS COLORS
TOM NAPOLITANO LETTERS

CLAYTON CRAIN, DAN PANOSIAN, JEFF LEMIRE,
DECLAN SHALVEY, RAFAEL ALBUQUERQUE VARIANT COVERS

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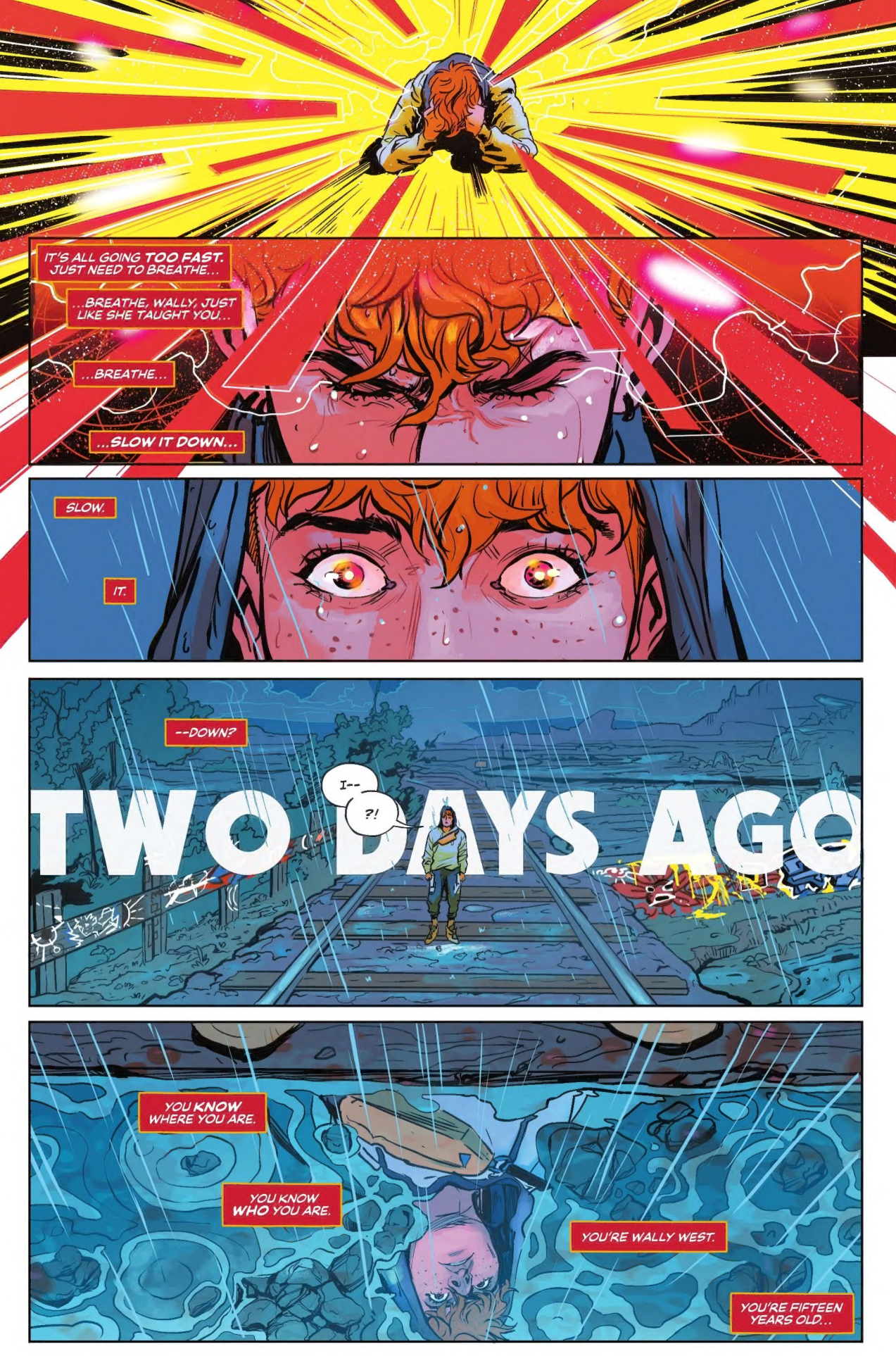

IT'S ALL GOING TOO FAST. JUST NEED TO BREATHE...
...BREATHE, WALLY, JUST LIKE SHE TAUGHT YOU...
...BREATHE...
...SLOW IT DOWN...
SLOW.
IT.
--DOWN?
I--
?!
TWO DAYS AGO
YOU KNOW WHERE YOU ARE.
YOU KNOW WHO YOU ARE.
YOU'RE WALLY WEST.
YOU'RE FIFTEEN YEARS OLD...

...AND YOU ARE COMPLETELY AND TOTALLY ALONE.
BITGO
I KNEW IT WAS ONLY A MATTER OF TIME. THINGS HAD BEEN OKAY FOR A WHILE, BUT I COULD FEEL IT COMING ON AGAIN...
Quik BITES
IT ALWAYS STARTS IN MY STOMACH. LIKE THIS TERRIBLE LOW-LEVEL UNEASY FEELING THAT BEGINS TO SPREAD...
...AND THEN I KNOW IT'S STARTING AGAIN. THE RACING THOUGHTS. OBSESSIVE OVERTHINKING.
SHE USED TO CATCH IT EARLY. SHE COULD MAKE ME RELAX. HELP ME CALM DOWN...
BUT SHE'S GONE. IT'S JUST ME NOW.
I DON'T NEED ANYONE ELSE ANYWAY. IN THE END WE'RE ALL ALONE. OTHER PEOPLE JUST MESS EVERYTHING UP.
WHEN IT'S JUST ME, I HAVE CONTROL.
TOTAL CONTROL.

SO BREATHE, WALLY... JUST BREATHE.
FORT FO

THIS IS A RESTRICTED AREA.
YEAH, I HAVE MY PASS HERE SOMEWHERE...

YOU KNOW YOU'RE NOT SUPPOSED TO BE OUT *THIS LATE,* KID.
YOUR DAD CATCHES YOU, HE'LL HAVE A FIT.

AT EASE.
I CAN ESCORT THE PRISONER FROM HERE.

CUT THE KID SOME SLACK, SERGEANT.
WE WERE ALL YOUNG ONCE, WEREN'T WE?

THANKS, DR. ALLEN.
I KEEP TELLING YOU, BARRY, PLEASE. SO, WAS IT WORTH IT?
STAYING OUT PAST CURFEW? GET INTO ANY TROUBLE?
NOT REALLY. NOTHING TO DO AROUND HERE ANYWAY.

YEAH. AND NO ONE TO DO IT WITH, HUH? BUT I GUESS YOU MUST BE USED TO THAT BY NOW.
YOU AND YOUR DAD WERE DOWN AT FORT McNEIL IN TEXAS BEFORE TRANSFERRING HERE, HUH?
UH, YEAH.
AND IOWA BEFORE THAT.
LIFE OF AN ARMY BRAT. MUST BE HARD TO MAKE FRIENDS?
I DON'T KNOW.
I GUESS.
WELL, GOOD NIGHT, DR. ALLEN.
HEY WALLY...
YEAH?
WANNA SEE SOMETHING COOL?

SO, YOUR DAD TELL YOU ANYTHING ABOUT WHAT WE'RE DOING HERE AT *FORT FOX?*

UH, NO. NOT REALLY. JUST RESEARCH STUFF.

HE AND I DON'T TALK ABOUT HIS WORK VERY MUCH.

WHAT *DO* YOU TWO TALK ABOUT?

HONESTLY, NOT MUCH.

SINCE MY MOM DIED, HE AND I DON'T REALLY HAVE MUCH IN COMMON.

YEAH. ME AND MY OLD MAN TOO.

YEAH. TOLD YOU. COOL, RIGHT?

WELCOME TO *PROJECT OLYMPUS.*

EEP

WHOA.

WHAT *EXACTLY* ARE YOU GUYS DOING DOWN HERE?

PROJECT OLYMPUS IS... WELL, I CAN'T TELL YOU *EVERYTHING,* BUT WE'RE WORKING ON THE VERY *RAZOR'S EDGE* OF PSYSICS AND BIOLOGY...

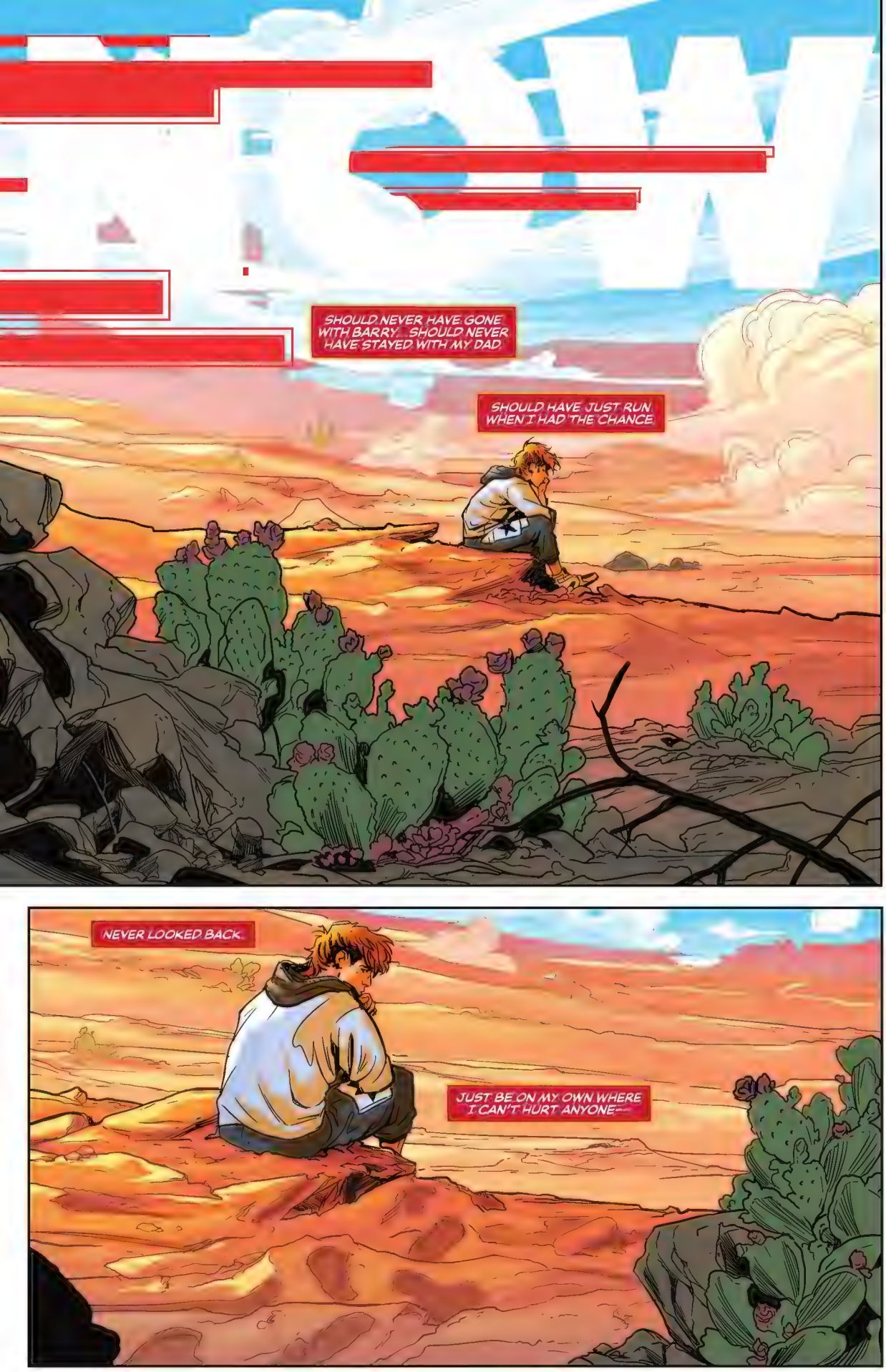
...I MEAN, I'M NOT GOING TO LIE, IT'S THE MILITARY, SO THE MANDATE IS OBVIOUSLY WEAPONS DEVELOPMENT, BUT THAT'S *ONLY THE BEGINNING.*

WHERE WE CAN GO FROM THERE IS...

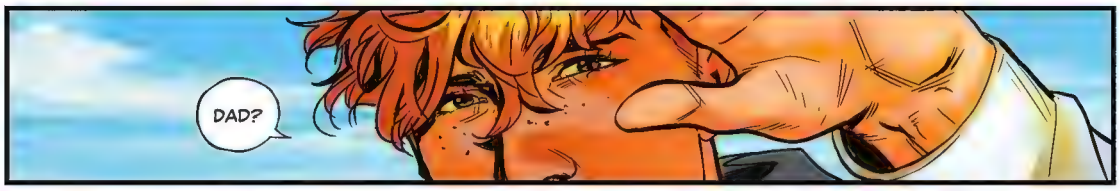
...WELL, WE'RE *BREAKING NEW GROUND* EVERY DAY.

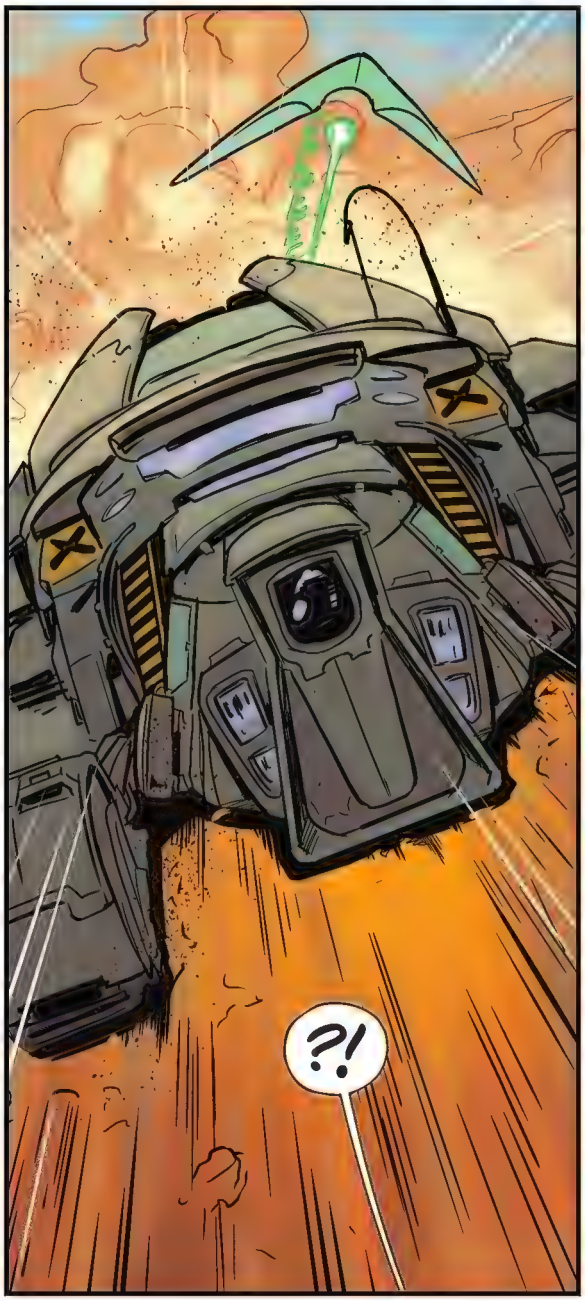
LOOK, I'M GLAD I RAN INTO YOU, WALLY. LIKE I SAID, I READ YOUR FILE. YOU'RE A SMART KID.
TOO SMART TO BE STUCK SITTING AROUND THE BARRACKS AND GOING TO THAT EMBARRASSMENT THEY CALL A SCHOOL.
MAYBE YOU CAN WORK PART-TIME WITH ME DOWN HERE ONCE IN A WHILE?
OH, UH, I MEAN, THAT WOULD BE AWESOME, BUT MY DAD WOULD NEVER LET ME.
BESIDES, ISN'T THIS ALL, LIKE, SUPER CLASSIFIED?
I CAN PULL SOME STRINGS. AND I CAN TALK TO YOUR DAD TOO.
I'M SURE ONCE I EXPLAIN, HE'LL UNDERSTAND.
NO. I WON'T.
DAD, I-- DR. ALLEN WAS JUST--
--THE HELL ARE YOU DOING DOWN HERE?!
AND WHY AREN'T YOU IN BED?!
THEY CALLED ME AND TOLD ME THEY CAUGHT YOU SNEAKING BACK IN!

I WASN'T SNEAKING IN.
I JUST WENT FOR A WALK IN TOWN AND LOST TRACK OF THE TIME.
SURE! YOU'RE RUNNING AROUND OUT THERE DOING GOD KNOWS WHAT WITH YOUR FRIENDS--
WHAT FRIENDS?!
THERE'S NO ONE HERE FOR ME, DAD!
RUDY, I WAS JUST SHOWING WALLY AROUND.
THOUGHT HE MIGHT GET A KICK OUT OF SOME OF THIS STUFF.
IT'S COLONEL WEST.
AND YOU KNOW DAMN WELL CIVILIANS ARE NOT PERMITTED DOWN HERE, ALLEN!
TAKE IT EASY, COLONEL.
CAN'T YOU SEE THE KID IS STUCK HERE BORED OUT OF HIS MIND?
C'MON, HAVE SOME COMPASSION!
MIND YOUR OWN DAMNED BUSINESS.
YOU'RE LUCKY I DON'T REPORT THIS.
AND YOU, GET BACK TO THE HOUSE.
NOW.
WE'LL TALK ABOUT THIS LATER.
RIGHT.
SURE WE WILL, DAD.


SHOULD NEVER HAVE GONE WITH BARRY... SHOULD NEVER HAVE STAYED WITH MY DAD
SHOULD HAVE JUST RUN WHEN I HAD THE CHANCE
NEVER LOOKED BACK.
JUST BE ON MY OWN WHERE I CAN'T HURT ANYONE--

?


DAD?


?!

POSITIVE I.D. WALLACE WEST. DO I HAVE PERMISSION TO ATTACK?
NEGATIVE. RETURN TO UNIT.
I COULD HAVE TAKEN HIM AND SAVED US ALL A LOT OF TROUBLE.

SO... WHAT'LL IT BE, THEN, CAPTAIN?
JESSE, LISA, SPLIT UP AND FLANK HIM.
HARKNESS, YOU I ARE GOING IN HEAD-ON.
DEAD OR ALIVE, CAPTAIN?
ALIVE.
FOR NOW.

THIS IS INSANE--

--DID DAD SEND THEM AFTER ME?!

I--HOW COULD HE DO THAT?

UNGH--

ARR

RR

GH!

AH!

ONE DAY AGO

?!

WALLY?
YOU OKAY?
DAD? I--
I'M FINE.
LOOK, I JUST WANTED TO TALK ABOUT LAST NIGHT.
IT'S FINE. I SHOULDN'T HAVE STAYED OUT.
IT'S NOT JUST THAT.
IT'S WHAT YOU SAW--IN THE MOUNTAIN.
WHAT DID I SEE?
THE WORK THEY ARE DOING HERE-- IT'S DANGEROUS, WALLY.
AND I NEED TO BE HERE, BUT I ALSO NEED TO KEEP YOU SAFE.

ARE YOU SERIOUS?
YOU DRAG ME ACROSS THE COUNTRY AGAIN BECAUSE "YOU NEED TO BE HERE."
BUT *WHAT ABOUT ME,* DAD?!

THIS IS *MY JOB,* SON.

AND WHAT AM *I* SUPPOSED TO DO?
JUST SIT IN MY ROOM AND WAIT UNTIL YOU GET SOME NEW ORDERS AND WE MOVE AGAIN?!

AT LEAST BARRY SHOWED SOME *INTEREST IN ME.*
SAW SOME *POTENTIAL* IN ME!

BARRY?
YOU ARE NOT TO TALK TO HIM AGAIN. YOU *UNDERSTAND ME?*

YES, SIR!

IF MOM WERE STILL ALIVE, WE'D BOTH HAVE LEFT YOU A LONG TIME AGO!
WALLY!
KR-
KOOM

DR. ALLEN?
BARRY?
SCREE
?
SCREESCREE
SCREE
AWHAN

B--
BARRY?

WALLY?!

GET AWAY, SON!

GO!

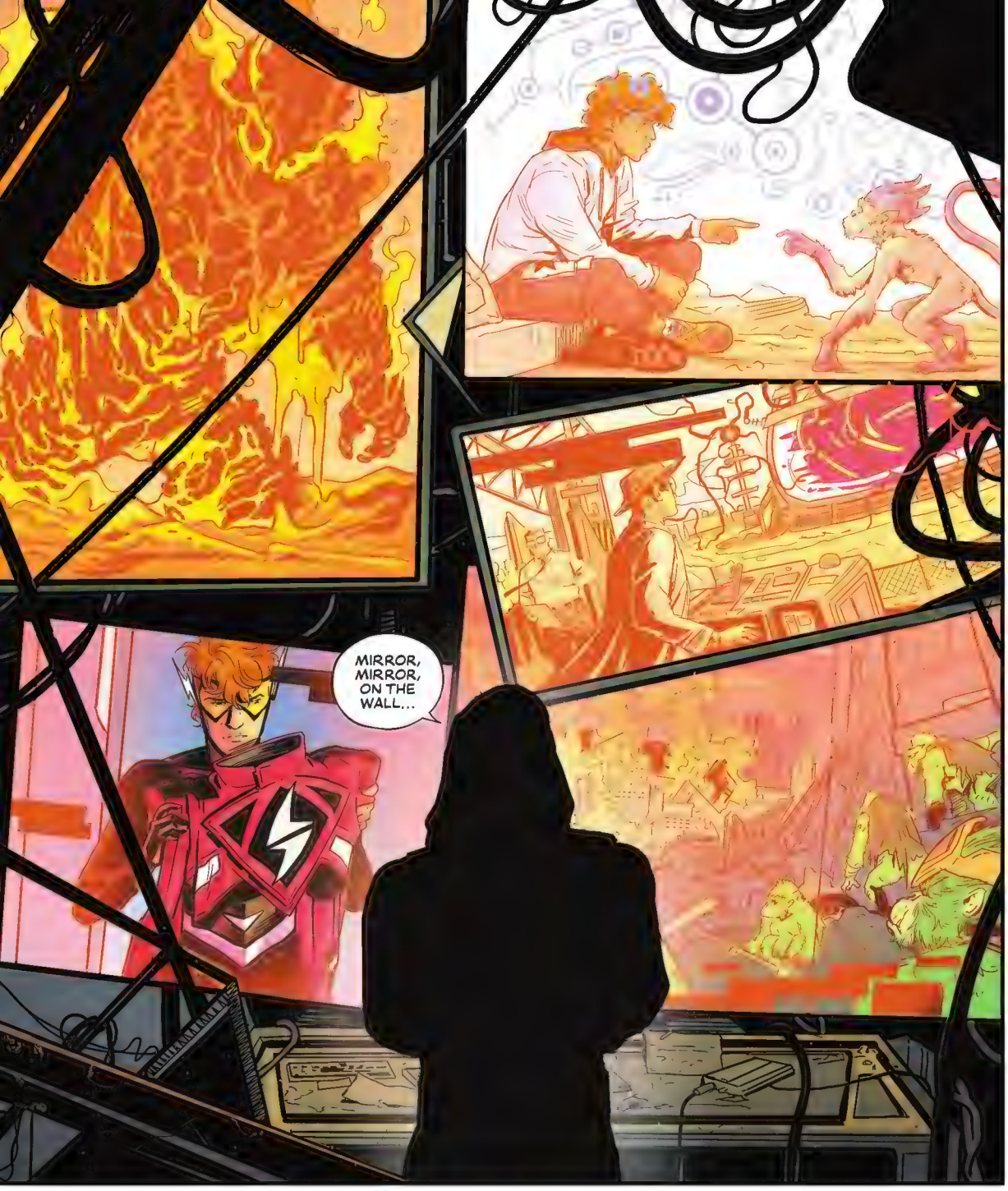
RUN!

RUN.
NOW
HARKNESS, CAN YOU FLUSH HIM OUT?
ON IT.
AS USUAL, BOOMERANG AND I WILL DO EVERYTHING.
PLEASE STOP REFERRING TO THAT THING AS IF IT'S A PERSON, DIGGER.
IT'S CREEPY ENOUGH AS IS.
YOU'RE CALLING ME CREEPY?
HOW ABOUT SOME SELF-AWARENESS THERE, JESSE?
QUIET, BOTH OF YOU!
THE KID IS CLOSE...

CALM DOWN. BREATHE, WALLY. JUST BREATHE.
NO! YOU'VE MESSED EVERYTHING UP. THIS--THIS IS ALL YOUR FAULT, WALLY. YOU CAN RUN ALL YOU WANT. IT WILL NEVER BE FAR ENOUGH...
...YOU KNOW WHAT YOU DID.

BARRY.
ALLEN, BARRY
YOU DID THIS, WALLY. YOU KILLED HIM.

FLASHFORWARD
ONE YEAR LATER
ACCESS TO PROJECT OLYMPUS ARCHIVES REQUESTED.
PASSWORD: BLUE TRINITY.
KZZT--ACCESS--GRZZTNTED.
RETRIEVING ARCZZVES--


MIRROR, MIRROR, ON THE WALL...

...TIME TO MAKE THIS WHOLE WORLD FALL.
TO BE CONTINUED

ABSOLUTE
MARTIAN MANHUNTER
#1 PREVIEW
WRITER DENIZ CAMP
ARTIST JAVIER RODRÍGUEZ
LETTERS HASSAN OTSMANE-ELHAOU
YOU LOOK FOR IDENTIFIABLE PATTERNS.
ANYTHING TO MAKE THE WORLD NOT RANDOM.
THAT'S WHAT STOCHASTIC MEANS.
RANDOM.
(How do I know?)
POOR, TRAPPED THINGS. LIGHT THEMSELVES ON FIRE TO ESCAPE.

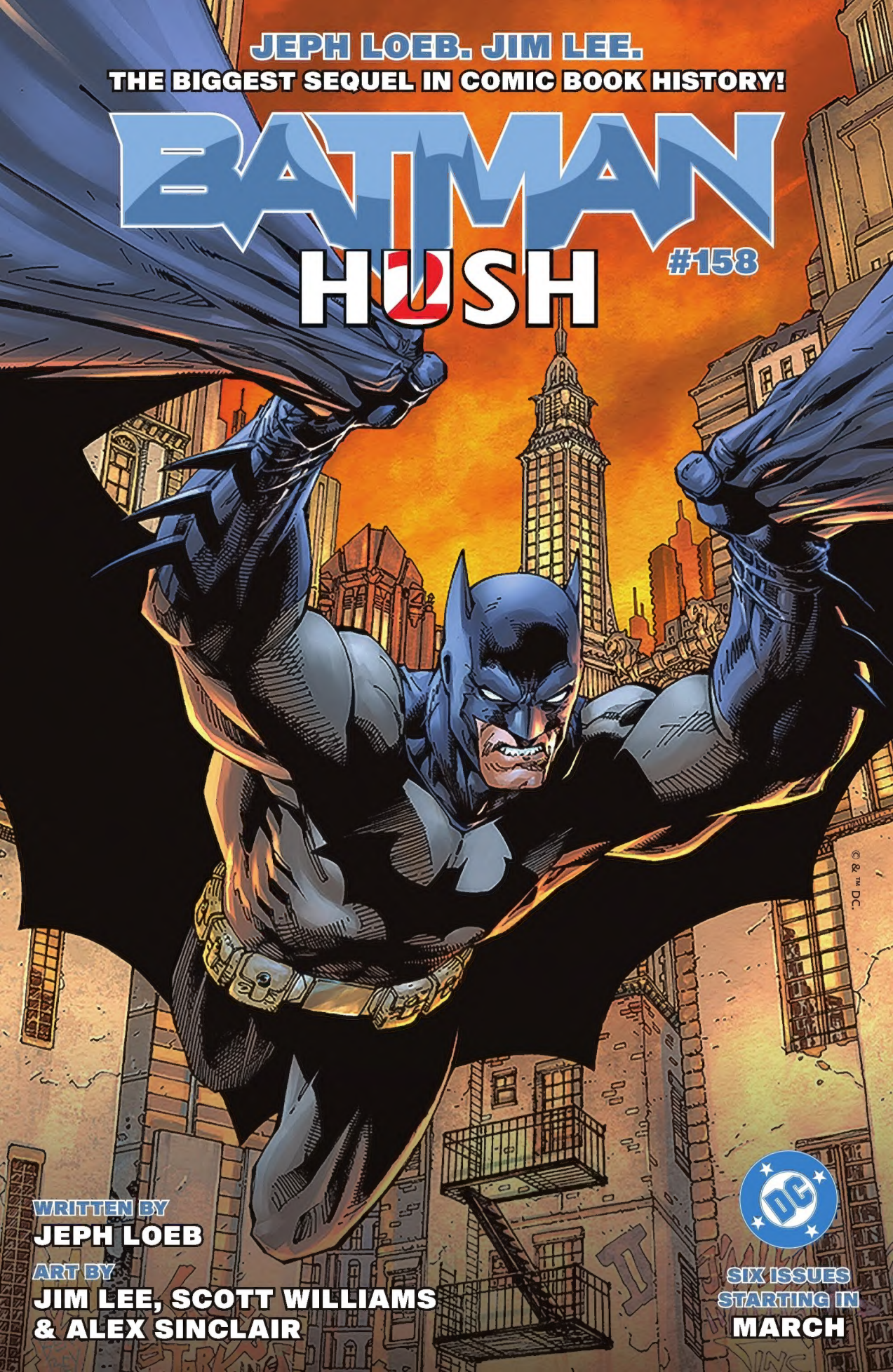
I DRIVE BY MY HOUSE THREE TIMES, NOT RECOGNIZING IT.
WE'VE LIVED HERE FOR ALMOST A YEAR.

I THINK THERE'S SOMETHING REALLY WRONG WITH ME.
HOW ARE YOU FEELING?
Fine.
I THINK I'M GOING CRAZY.

NO VACATION?
NO VACATION.
MEMORY OF...
...LIVING MUSIC DANCING IN DAFFODIL LIGHT, ABSTRACTED CANYONS BEYOND PHYSICS AND FORM--
--WAVES OF QUANTUM FOAM GENTLY LAPPING...
Monsters.
AT LEAST THEY LET YOU COME HOME BEFORE MIDNIGHT FOR A CHANGE. TYLER'S STILL UP. HE'S IN HIS ROOM.

"WHY DON'T YOU GO SAY HI TO YOUR SON?"
MOZART
WHAT ARE YOU WORKING ON, TYLER?
IS THAT YOU? AND MOMMY?
THESE ARE REALLY GOOD, TYLER. GREAT JOB. WHERE AM I? WHERE'S DADDY?

I STAY AWAKE ALL NIGHT. TRYING NOT TO THINK OF...
The Man Who Was Thursday
...OF THE SMOKE...
...OF WHAT'S WAITING FOR ME IN IT...
HAVE YOU EVER TRIED NOT TO THINK OF SOMETHING?
IT'S ALL YOU CAN THINK OF.
TO BE CONTINUED IN
ABSOLUTE
MARTIAN MANHUNTER #1
ON SALE IN MARCH!


JEPH LOEB. JIM LEE.
THE BIGGEST SEQUEL IN COMIC BOOK HISTORY!
BATMAN
HUSH
#158
WRITTEN BY
JEPH LOEB
ART BY
JIM LEE, SCOTT WILLIAMS
& ALEX SINCLAIR
SIX ISSUES
STARTING IN
MARCH
© & ™ DC.

DC NATION SPOTLIGHT ON

BATMAN H2SH

INTERVIEW WITH JEPH LOEB AND JIM LEE

For more than two decades, "Hush" by writer Jeph Loeb and artist Jim Lee has stood as one of the most popular and influential Batman stories of the 21st century. Now the comics superstars have reunited for a six-part sequel starting in *Batman* #158 and titled "H2SH," with Hush, the titular villain introduced back in 2002, out for revenge against the Dark Knight.

Why was now the right time for "H2SH"?

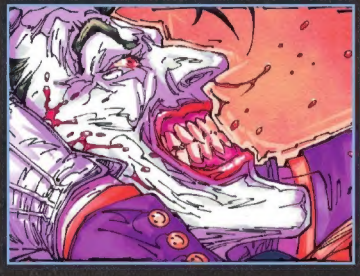
Jim Lee: We've talked about coming back and doing a follow-up to "Hush" for a while. For a variety of reasons, the timing was never right. Because we're doing the All In initiative, where we launched the Absolute line but still wanted crazy things to happen in the core line, it made this return to Hush the right opportunity.

The challenge we had was, how do we recapture that excitement, yet do something new? Jeph, to his credit, crafted a story that feels very much like the opposite side of the coin to what he did 20 years ago. It establishes a new status quo for Batman, new villains, new looks, new locations.

Jeph Loeb: For 20 years, everywhere I've gone, people have asked me whether or not we're going to do it again. My answer was always very honest: When Jim's ready to go, I'll be ready to go. I was in a little tiny airport in Italy, outside of Lucca; my phone rings, and Jim says, "I think it's time for us to revisit these characters and to really come up with something that can not only build on what we did 20 years ago, but take it to the next level." That was the challenge. Certainly artistically, I have no doubt in my mind that Jim, Scott [Williams], and Alex [Sinclair] outdid themselves.

How has Hush himself evolved between these two stories?

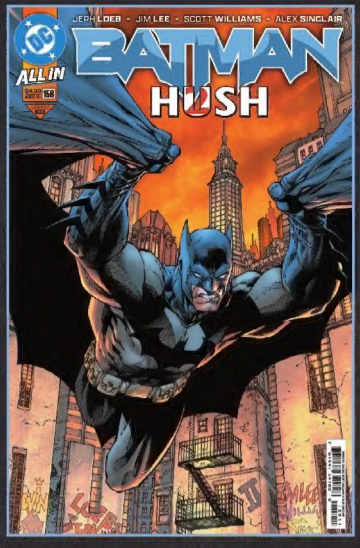
Loeb: So much of what we did in the first story was to play with, "Who is Hush? What does he want? What's going on?" We've now established all that, so in many ways, this is a revenge story. He's learned so much, and one of the great things about the character is that he's a master manipulator. He likes the game of it. It's like moving pieces on a chessboard. You don't want to always play the same game. You want to take it in a new direction.



Jim, in what ways has your visual approach to these characters changed since the original "Hush"?

Lee: All the characters resemble the iconic versions of themselves, but we changed surface elements—melding the work that was done 20 years ago with the work we're doing today.

We're trying to do new kinds of shots, new angles, new color schemes. We're challenging ourselves across the board, because we know there are high expectations. It's also a great way to motivate ourselves, to do hopefully our best creative work.



DON'T MISS *BATMAN* #158, THE FIRST CHAPTER OF "H2SH," ON SALE IN MARCH!

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